

# DLC 2.0 COATINGS FOR EMBOSSING AND PUNCHING

## About ANTACON

We support companies in the embossing and punching industry. The aim is to significantly increase production quality and process reliability with mechanical highly resilient coatings as well as to minimize the number of additional process steps in production.

## Key features of our coatings

- ✓ super-hard with high mechanical stability
- ✓ coatings without intrinsic stress
- ✓ no limitation in film thickness
- ✓ super-smooth without post-polishing
- ✓ manufacturing temperatures less than 90 °C

## We offer



### PVD Job Coating & Sampling

A unique technology for your first class coating



### Coating Analytics

We analyze your coatings for your quality assurance



### Consulting

We are happy to turn your request into our challenge.



### Layer Design

Optimization of your application with the support of computer-aided simulations



### Coating Systems

Leveraging technology for efficiency and competitive advantage

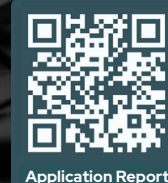
## The surface makes the difference!

No matter what you need, a job coating or a productive coating system.  
We have the ideal solution for you.



stress-free DLC 2.0

SCAN ME for  
more information!



Application Report





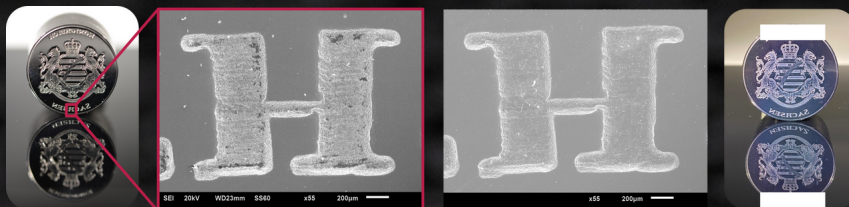
# BENEFITS FOR MINTING INDUSTRY



## For your innovative power

- ✓ incredible **service life** of your embossing dies up to **factor 20**
- ✓ unique protection of rough and smooth, laser-textured surfaces
- ✓ improving minting quality of proof, reverse proof and bullion
- ✓ easy decoating for an endless service life of your tools
- ✓ increasing process reliability
- ✓ rainbow effect and single - colour diamond coatings
- ✓ savings in material resources as well as manufacturing costs

## Suppression of surface sticking for a long duration



surface without coating  
after embossing

functionalised surface with  
**sTAC60<sup>®</sup>** protective coating

## Easy removal of adhering particles in a few seconds



untreated surface  
with **silver** particles

treated surface  
without particles